

FIG. 1

09042001 0024000

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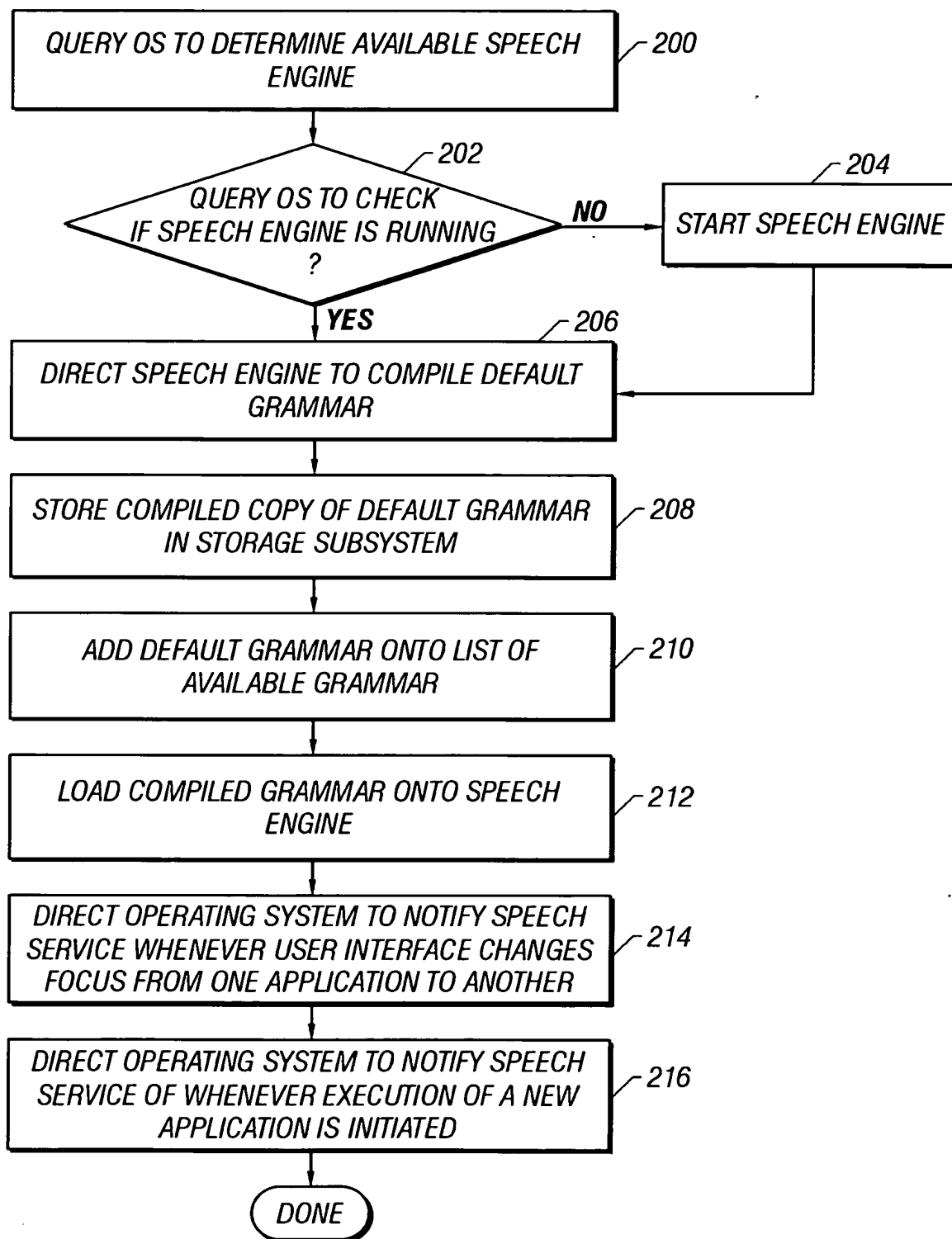


FIG. 2

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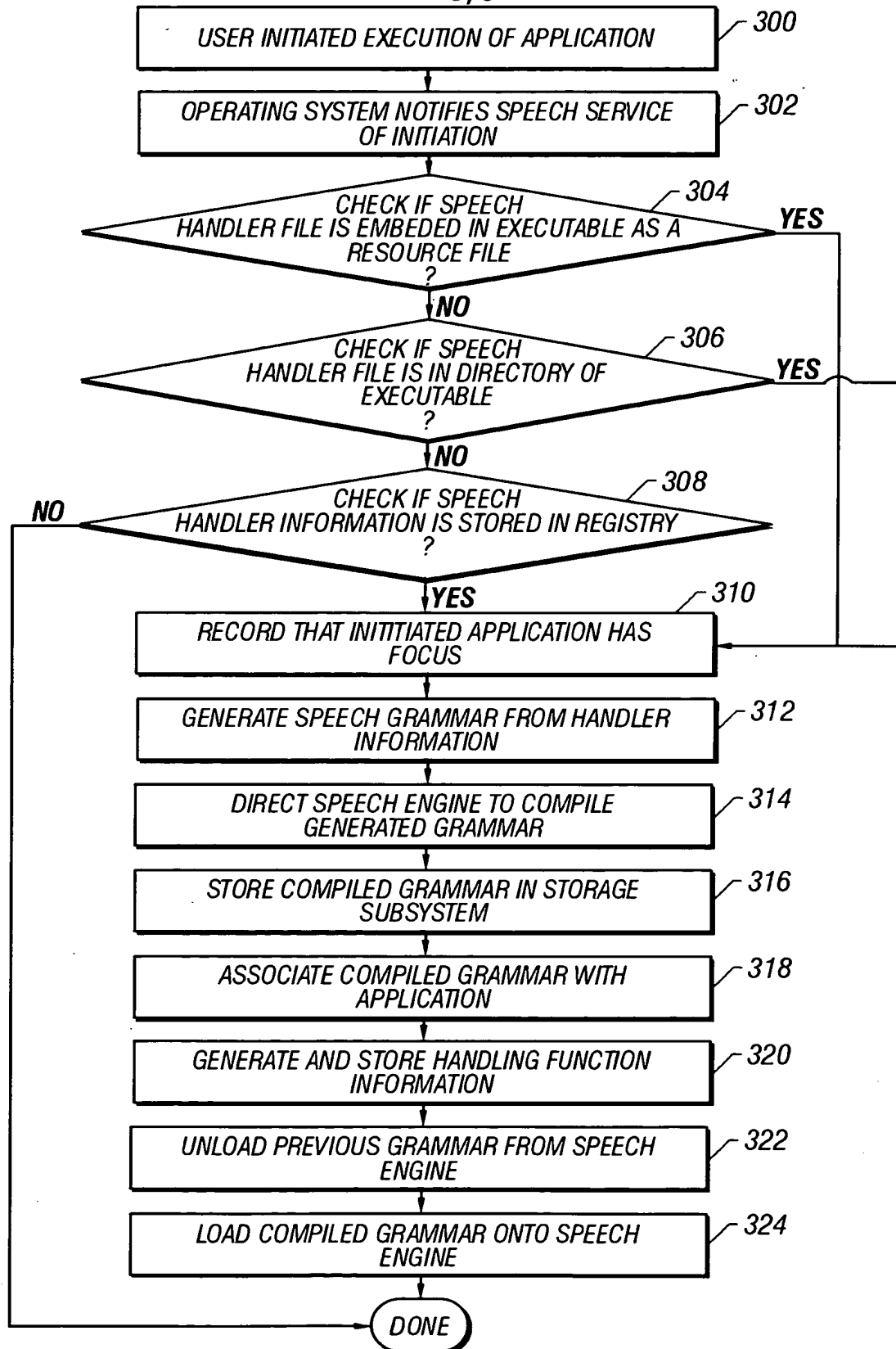


FIG. 3

09844288-100204

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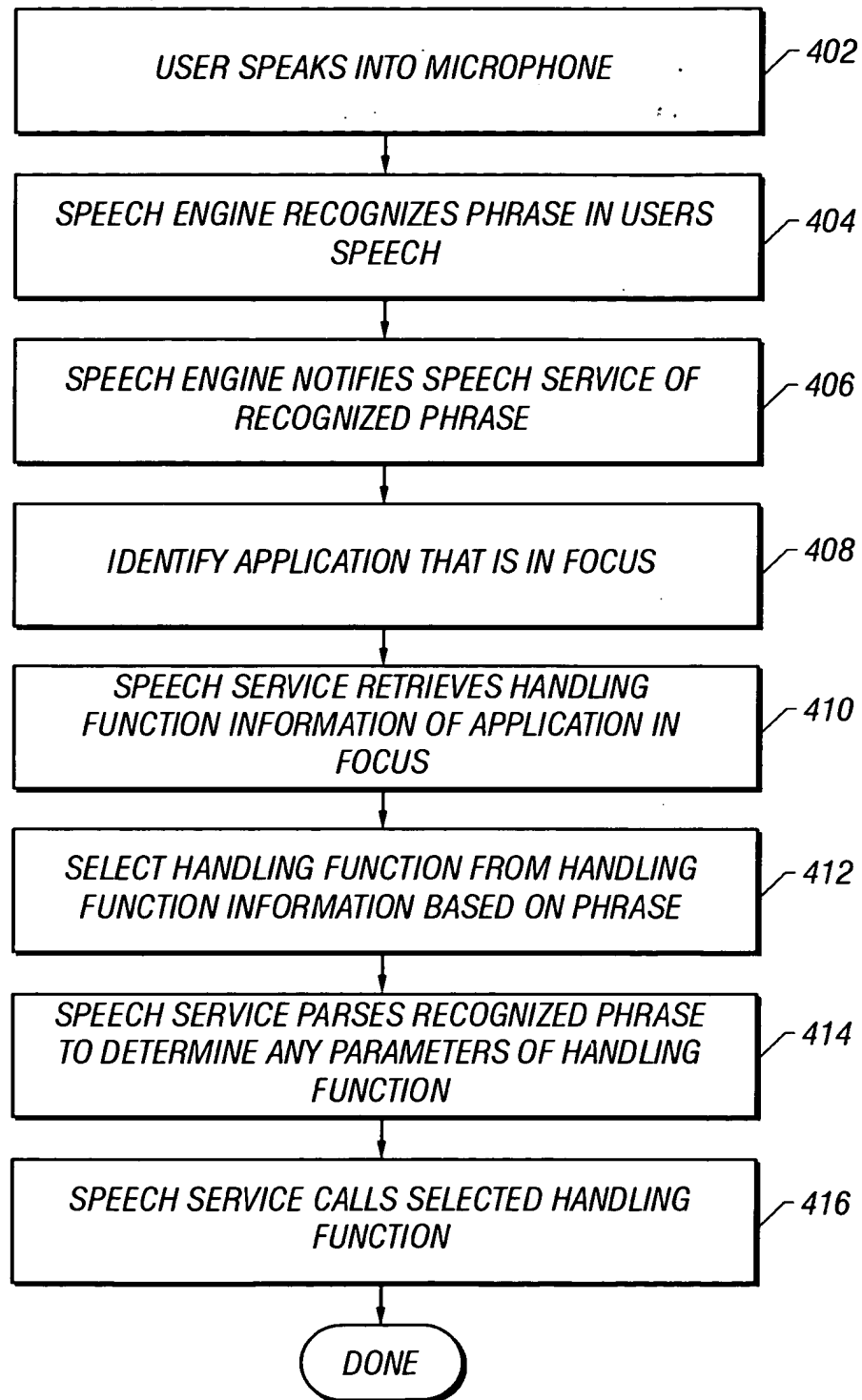


FIG. 4

Handling function	Phrase
93a <i>int jump (void)</i>	92a <i>jump</i>
93b <i>int sendmail (char *recipient)</i>	92b <i>Sendmail to * "recipient"</i>
93c <i>int kick (char *person, char *bodypart)</i>	92c <i>Kick * "person" in * "bodypart"</i>

FIG. 5

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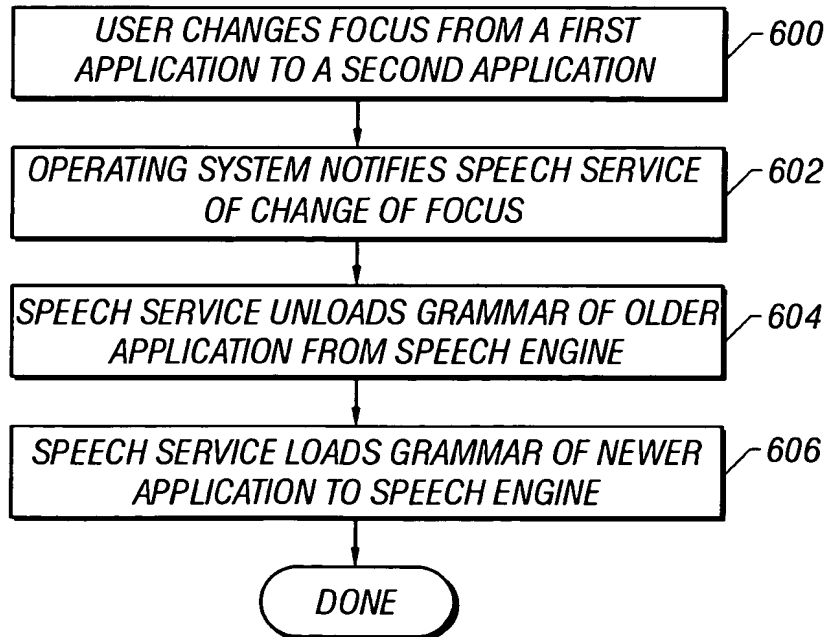


FIG. 6